

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 1. (Currently amended) A system for positive-return gambling, comprising:
2 at least one token account for tracking tokens associated with a first one of a
3 plurality of players;
4 a gambling game apparatus, coupled to the at least one token account, configured
5 to award tokens and to credit and debit the at least one token account, the gambling game
6 apparatus providing a statistically positive token return to the players; and
7 a token conversion module for converting tokens according to a token value
8 determined based on a total number of tokens in a set of tokens, wherein the total number of
9 tokens varies, wherein a total value of all tokens in the set of tokens is constant, and wherein the
10 total value of all tokens is derived from a source other than the players.

1 2. (Original) The system of claim 1, wherein the token conversion module
2 comprises a lottery module for randomly selecting at least one token from the set of tokens, and
3 awarding at least one predefined prize to a player whose account contains the selected token.

1 3. (Original) The system of claim 1, wherein the token conversion module
2 determines a cash value for each token by dividing a predetermined cash award by the number of
3 tokens in the set of tokens.

1 4. (Original) The system of claim 3, further comprising a payout module,
2 coupled to the token conversion module, for paying at least a subset of the players the cash value
3 of at least a subset of the tokens in the player's token account.

1 5. (Original) The system of claim 1, wherein the set of tokens comprises all
2 tokens awarded to all players.

1 6. (Original) The system of claim 1, wherein the set of tokens comprises all
2 tokens awarded within a defined time period.

1 7. (Original) The system of claim 1, further comprising an account
2 initializer, coupled to the at least one token account, for awarding an initial quantity of tokens to
3 each player.

1 8 (Original) The system of claim 1, wherein the token conversion module
2 converts tokens at the expiry of a predetermined time period.

1 9. (Original) The system of claim 1, wherein the gambling game apparatus
2 presents a gambling game to be played by a player, and credits and debits the player's token
3 account based on the play of the player.

1 10. (Original) The system of claim 9, wherein the gambling game comprises
2 one selected from the group consisting of:

3 video poker;

4 slot machine;

5 blackjack;

6 roulette;

7 sports pool;

8 sports book;

9 keno;

10 bingo; and

11 solitaire.

1 11. (Original) The system of claim 9, wherein the gambling game comprises
2 a casino game that is modified to increase payout sufficiently to provide a statistically positive
3 return to players.

1 12. (Original) The system of claim 9, wherein the token conversion module
2 converts tokens after a predetermined number of definable units of gameplay.

1 13. (Original) The system of claim 12, wherein each definable unit of
2 gameplay comprises a game.

1 14. (Original) The system of claim 1, wherein each token account is
2 persistent over at least two gaming sessions.

1 15. (Original) The system of claim 1, wherein each token account expires
2 after a predetermined time period.

1 16. (Original) The system of claim 1, wherein the gambling game apparatus
2 comprises a network-enabled user interface for accepting input and providing output across a
3 network.

1 17. (Original) The system of claim 16, wherein the network comprises the
2 Internet.

1 18. (Original) The system of claim 1, wherein the gambling game apparatus
2 comprises an automated game machine.

1 19. (Original) The system of claim 1, wherein the gambling game apparatus
2 comprises a human dealer.

1 20. (Currently amended) A method of providing positive-return gambling,
2 comprising:
3 awarding an initial quantity of tokens to at least one player;

4 crediting and debiting at least one player with tokens responsive to the gameplay
5 of the player in a gambling game, the gambling game providing a statistically positive token
6 return to players; and

7 converting tokens according to a token value determined based on a total number
8 of tokens in a set of tokens, wherein the total number of tokens in the set varies, wherein a total
9 value of all tokens in the set of tokens is constant, and wherein the total value of all tokens is
10 derived from a source other than the players.

1 21. (Original) The method of claim 20, wherein converting tokens comprises
2 randomly selecting at least one token from the set of tokens, and awarding at least one
3 predefined prize to a player having the selected token.

1 22. (Original) The method of claim 20, wherein converting tokens comprises
2 determining a cash value for each token by dividing a predetermined cash award by the number
3 of tokens in the set of tokens.

1 23. (Original) The method of claim 22, further comprising paying at least a
2 subset of the players the cash value of at least a subset of the tokens in the player's token
3 account.

1 24. (Original) The method of claim 20, wherein the set of tokens comprises
2 all tokens awarded to all players.

1 25. (Original) The method of claim 20, wherein the set of tokens comprises
2 all tokens awarded within a defined time period.

1 26. (Original) The method of claim 20, wherein the step of converting tokens
2 is performed at the expiry of a predetermined time period.

1 27. (Original) The method of claim 20, wherein the gambling game
2 comprises one selected from the group consisting of:
3 video poker;

4 slot machine;
5 blackjack;
6 roulette;
7 sports pool;
8 sports book;
9 keno;
10 bingo; and
11 solitaire.

1 28. (Original) The method of claim 20, wherein the gambling game
2 comprises a casino game that is modified to increase payout sufficiently to provide a statistically
3 positive return to players.

1 29. (Original) The method of claim 20, wherein the step of converting tokens
2 is performed after a predetermined number of definable units of gameplay.

1 30. (Original) The method of claim 29, wherein each definable unit of
2 gameplay comprises a game.

1 31. (Original) The method of claim 20, wherein tokens are persistent over at
2 least two gaming sessions.

1 32. (Original) The method of claim 20, wherein tokens expire after a
2 predetermined time period.

1 33. (Original) The method of claim 20, wherein the gambling game is
2 implemented using a network-enabled user interface for accepting input and providing output
3 across a network.

1 34. (Original) The method of claim 33, wherein the network comprises the
2 Internet.

1 35. (Original) The method of claim 20, wherein the gambling game is
2 implemented on an automated game machine.

1 36. (Original) The method of claim 20, wherein the gambling game is
2 administered by a human dealer.

1 37. (currently amended) A computer-readable medium comprising computer-
2 readable code for providing positive-return gambling, comprising:
3 computer-readable code adapted to award an initial quantity of tokens to at least
4 one player;
5 computer-readable code adapted to credit and debit at least one player with tokens
6 responsive to the gameplay of the player in a gambling game, the gambling game providing a
7 statistically positive token return to players; and
8 computer-readable code adapted to convert tokens according to a token value
9 determined based on a total number of tokens in a set of tokens, wherein the total number of
10 tokens in the set varies, wherein a total value of all tokens in the set of tokens is constant, and
11 wherein the total value of all tokens is derived from a source other than the players.

1 38. (Original) The computer-readable medium of claim 37, wherein the
2 computer-readable code adapted to convert tokens comprises computer-readable code adapted to
3 randomly select at least one token from the set of tokens, and award at least one predefined prize
4 to a player having the selected token.

1 39. (Original) The computer-readable medium of claim 37, wherein the
2 computer-readable code adapted to convert tokens comprises computer-readable code adapted to
3 determine a cash value for each token by dividing a predetermined cash award by the number of
4 tokens in the set of tokens.

1 40. (Original) The computer-readable medium of claim 39, further
2 comprising computer-readable code adapted to pay at least a subset of the players the cash value
3 of at least a subset of the tokens in the player's token account.

1 41. (Original) The computer-readable medium of claim 37, wherein the set of
2 tokens comprises all tokens awarded to all players.

1 42. (Original) The computer-readable medium of claim 37, wherein the set of
2 tokens comprises all tokens awarded within a defined time period.

1 43. (Original) The computer-readable medium of claim 37, wherein the
2 computer-readable code adapted to convert tokens operates at the expiry of a predetermined time
3 period.

1 44. (Original) The computer-readable medium of claim 37, wherein the
2 gambling game comprises one selected from the group consisting of:

3 video poker;

4 slot machine;

5 blackjack;

6 roulette;

7 sports pool;

8 sports book;

9 keno;

10 bingo; and

11 solitaire.

1 45. (Original) The computer-readable medium of claim 37, wherein the
2 gambling game comprises a casino game that is modified to increase payout sufficiently to
3 provide a statistically positive return to players.

1 46. (Original) The computer-readable medium of claim 37, wherein the
2 computer-readable code adapted to convert tokens operates after a predetermined number of
3 definable units of gameplay.

1 47. (Original) The computer-readable medium of claim 46, wherein each
2 definable unit of gameplay comprises a game.

1 48. (Original) The computer-readable medium of claim 37, wherein tokens
2 are persistent over at least two gaming sessions.

1 49. (Original) The computer-readable medium of claim 37, wherein tokens
2 expire after a predetermined time period.

1 50. (Original) The computer-readable medium of claim 37, wherein the
2 gambling game is implemented using a network-enabled user interface for accepting input and
3 providing output across a network.

1 51. (Original) The computer-readable medium of claim 50, wherein the
2 network comprises the Internet.

1 52. (Original) The computer-readable medium of claim 37, wherein the
2 gambling game is implemented on an automated game machine.

1 53. (Previously presented) The computer-readable medium of claim 37,
2 wherein the source is an account funded by one or more advertisers.

1 54. (Previously presented) The method of claim 20, wherein the source is an
2 account funded by one or more advertisers.

1 55. (Previously presented) The system of claim 1, wherein the source is an
2 account funded by one or more advertisers.

1 56. (new) A system for positive-return gambling, comprising:
2 at least one token account for tracking tokens associated with a first one of a
3 plurality of players;
4 a gambling game apparatus, coupled to the at least one token account, configured
5 to award tokens and to credit and debit the at least one token account, the gambling game
6 apparatus providing a statistically positive token return to the players; and
7 a token conversion module for converting tokens according to a token value
8 determined based on a total number of tokens in a set of tokens, wherein the total number of
9 tokens varies, wherein a total value of all tokens in the set of tokens is constant, and wherein the
10 total value of all tokens is derived from a source other than a provider of the game apparatus.

1 57. (new) The system of claim 56, wherein the source is an account funded
2 by one or more advertisers.